What is claimed is:

1. A graphical user computer interface enabling a user to open at least one menu and to select an item of the menu by means of a pointing device, said pointing device comprises a two-dimension actuator and a one-dimension actuator and controls a moveable pointer and a moveable menu item focus,

wherein the interface is arranged such that the two-dimension actuator controls movements of the pointer, and

the one-dimension actuator is activated when the menu is opened to control movement of the menu item focus within the menu.

2. The graphical user computer interface of claim 1, arranged such that, after the menu has been opened, the pointer stays at the position it was in when the menu was opened, while the menu item focus is moveable within the menu by means of the pointing device without moving the pointer.

3. The graphical user computer interface of claim 1, arranged such that the menu is opened by positioning the pointer on a displayed element, associated with the menu, with or without clicking on the element.

4. The graphical user computer interface of claim 1, arranged such that the menu item is activated by positioning the focus on it, with or without clicking on the menu item.

5. The graphical user computer interface of claim 1, arranged such that an operational shift from a pointer modus to a menu item focus modus is activated automatically upon opening of the menu.

6. The graphical user computer interface of claim 1, arranged such that the menu item focus is movable while the menu is fixed or the menu

item focus is fixed while the menu is movable, upon operation of the one-dimension actuator.

7. The graphical user computer interface of claim 1, arranged such that the menu is closed by a relative movement of the menu item focus out of the menu, by operating the one-dimension actuator, or by selecting a menu closing item with the one-dimension actuator or the two-dimension actuator.

8. The graphical user computer interface of claim 1, arranged such that an operation modus shifts from a menu item focus modus back to a pointer modus upon closing of the menu.

9. The graphical user computer interface of claim 1, wherein the one-dimension actuator is a wheel.

10. A graphical user computer interface enabling a user to open at least one menu and to select an item of the menu by means of a pointing device, said pointing device controlling a moveable pointer and a moveable menu item focus,

wherein the interface is arranged such that, after the menu has been opened, the pointer stays at the position it was in when the menu was opened, while the menu item focus is moveable within the menu by means of the pointing device without moving the pointer.

11. The graphical user computer interface of claim 10, arranged such that the menu is opened by positioning the pointer on a displayed element, associated with the menu, with or without clicking on the element.

12. The graphical user computer interface of claim 10, arranged such that the menu item is activated by positioning the focus on it, with or without clicking on the menu item.

13. The graphical user computer interface of claim 10, arranged such that an operational shift from a pointer modus to a menu item focus modus is activated automatically upon opening of the menu.

14. The graphical user computer interface of claim 10, arranged such that the menu item focus is movable while the menu is fixed or the menu item focus is fixed while the menu is movable, by operating the pointing device.

15. The graphical user computer interface of claim 10, arranged such that the menu is closed by a relative movement of the menu item focus out of the menu, by operating the two-dimension actuator, or by selecting a menu closing item with the two-dimension actuator.

16. The graphical user computer interface of claim 10, wherein the pointing device is a computer-mouse.

17. A computer comprising a display and a pointing device with a two-dimension actuator and a one-dimension actuator,

said computer is programmed such that it provides a graphical user interface enabling a user to open at least one menu in the display and to select an item of the menu by means of the pointing device, and

that the pointing device controls a moveable pointer and a moveable menu item focus such that

the two-dimension actuator controls movements of the pointer, and

the one-dimension actuator is activated when the menu is opened to control movement of the menu item focus within the menu.

18. A computer comprising a display and a pointing device,

said computer is programmed such that it provides a graphical user

interface enabling a user to open at least one menu in the display and to select an item of the menu by means of the pointing device, and

that the pointing device controls a moveable pointer and a moveable menu item focus such that,

after the menu has been opened, the pointer stays at the position it was in when the menu was opened, while the menu item focus is moveable within the menu by means of the pointing device without moving the pointer.

19. A computer program product including program code, when executed on a computer system, for providing a graphical user interface, wherein the program code is arranged to enable a user to open at least one menu and to select an item of the menu by means of a pointing device which comprises a two-dimension actuator and a one-dimension actuator and controls a moveable pointer and a moveable menu item focus,

the program is arranged to enable the two-dimension actuator to control movements of the pointer, and

to activate the one-dimension actuator when the menu is opened to control movement of the menu item focus within the menu.

20. A computer program product including program code, when executed on a computer system, for providing a graphical user interface, wherein the program code is arranged to enable a user to open at least one menu and to select an item of the menu by means of a pointing device,

wherein the program code is arranged to enable said pointing device to control a moveable pointer and a moveable menu item focus,

wherein the program code is arranged, after the menu has been opened, to enable the pointer to stay at the position it was in when the menu was opened, while the menu item focus is moveable within the menu by means of the pointing device without moving the pointer.

21. A method of enabling a user of a graphical user computer interface

to open at least one menu and to select an item of the menu by means of a pointing device, said pointing device having a two-dimension actuator and a one-dimension actuator and controls a moveable pointer and a moveable menu item focus, comprising:

controlling movements of the pointer with the two-dimension actuator, and

activating the one-dimension actuator when the menu is opened to control movement of the menu item focus within the menu.

22. A method of enabling a user of a graphical user computer interface to open at least one menu and to select an item of the menu by means of a pointing device, comprising:

controlling a moveable pointer and a moveable menu item focus by the pointing device,

after having opened the menu, enabling the menu item focus to be moved within the menu by means of the pointing device without moving the pointer, while the pointer stays at the position it was in when the menu was opened.